the sunday scrapbook game rules

game preparation

pick a rainy sunday afternoon, ideally a cold one, because this game can't be played outside, and besides, it would be a pity to be stuck inside on a beautiful sunny day. the sunday scrapbook can be played by several people. there's no age limit except for those too young to use scissors without hurting themselves, and also the too old. the maker advises playing with 3, 4 or 5 players. two-person teams are also possible.

contents of the game

get together as many magazines as you like, but sufficiently varied and full of assorted images, the maker of the game has noted that the more similar the type of magazines the less likely the chances for a fun game and a good result, you need to then place on a table several pairs of scissors.

the choice of scrapbook, white or coloured paper, with or without lines but ideally a size smaller than A4, is nevertheless down to the players themselves. have ready one or several sticks of glue.

how the game works

all the magazines are available to the players until they have cut-out a decent number of pictures. how many depends on the number of players and the size of the scrapbook to be filled.

the youngest player begins by choosing a picture from his or her pile of cut-out images, which he or she then glues onto the first double page of the scrapbook. this needs to be done without the other players looking. how you prevent the other players sneaking a glance is left to the discretion of the players. the players then take turns to stick on an image and pass on the scrapbook, following this procedure, at any moment a player can declare that the double page is sufficiently full. It is rare that everyone agrees on this at the same time, it is therefore open to discussion, in case of a dispute, the oldest player decides.

the next double page goes to the player to the left of the player who began the previous page, and you carry on like this until the scrapbook is full. at anyone's request it's possible to stop the game at any time.

there are no losers.

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